SEGA

Digital Pictures

SEGA CD 32X™

USER MANUAL

SLAM CITY

WITH SCOTTIE PIPPEN

OFFICIAL SEGA SEAL OF QUALITY

Insta Switch CD-ROM THE INSTANT RESPONSE VIDEO TECHNOLOGY

100% FULL MOTION INTERACTIVE VIDEO

LICENSED BY SEGA ENTERPRISES,LTD. FOR PLAY ON THE SEGA™ GENESIS 32X™ SYSTEM

TEEN

AGES 13+

W A R N I N G S

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.**

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projected televisions.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD and Genesis 32X systems. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

This game is licensed for home play on the Sega CD with the Genesis 32X system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

BACKUP MEMORY

The Sega CD's backup RAM must be formatted before you can save games to it. Use the first FORMAT option in the Memory menu to format the Sega CD's internal memory before playing the game. For more information, please see your Sega CD User's Manual.

AUDIO CONNECTIONS FOR ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

HANDLING YOUR SEGA CD 32X DISC INSTRUCTIONS

- The Sega CD 32X Disc is intended for use exclusively on the Sega CD™ and Genesis 32X™ systems.
- Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD 32X Disc.
- KEEP YOUR SEGA CD 32X DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM combined with GENESIS 32X™.

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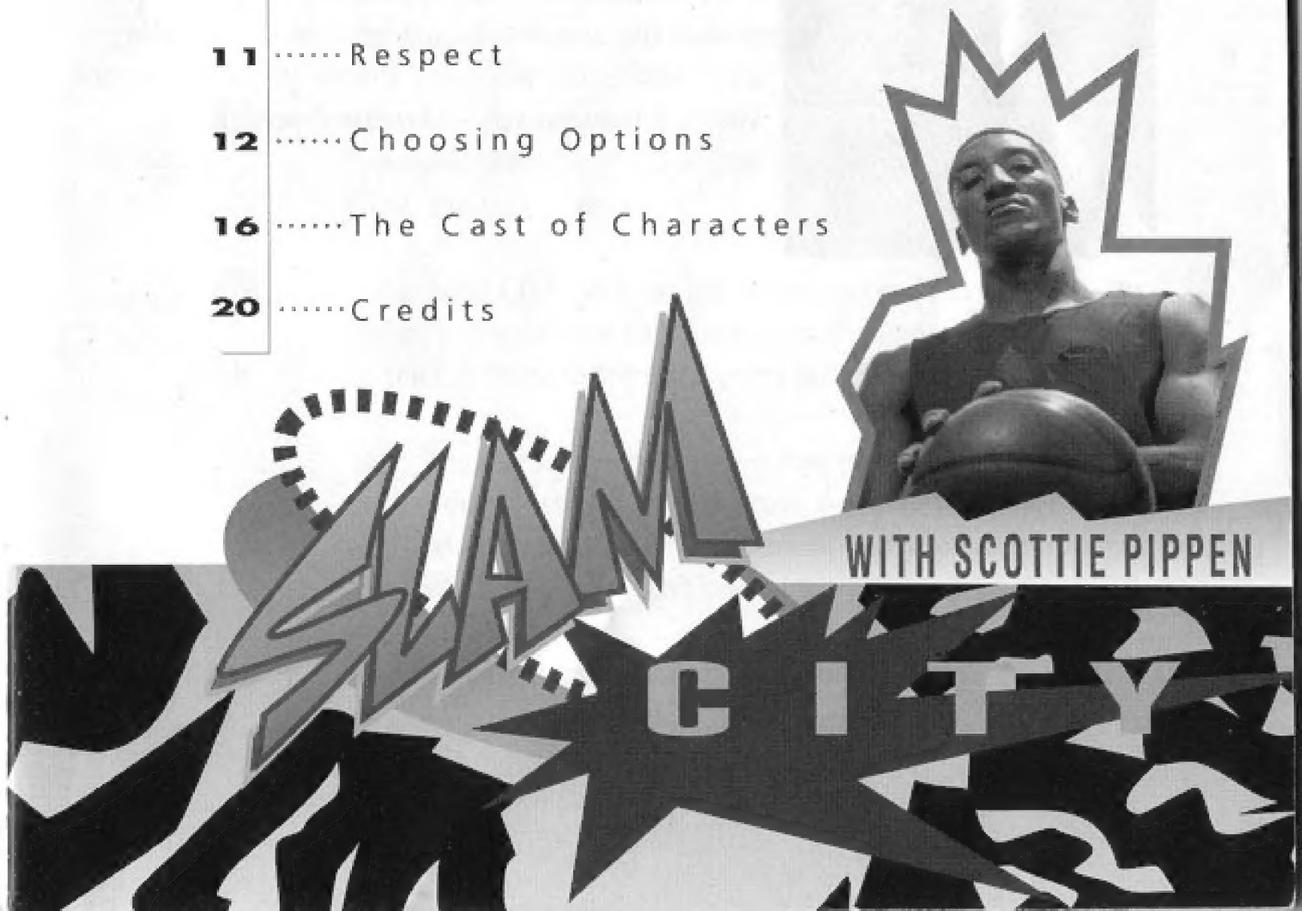


WELCOME TO SLAM CITY

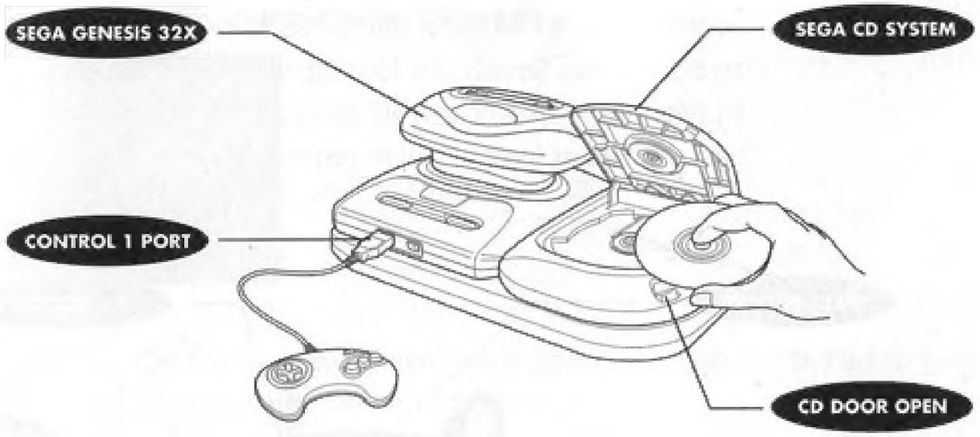
Look. This ain't some kind of summer camp. This is the street. We don't play ball here just to pass time. It's a way of life. We take our hoops seriously. Around here, we play to win.

All right, Ace. You're the new guy. So it's not like we're just going to give you respect. You're gonna have to earn it.

You are gonna take on four of the toughest players Slam City has to offer. You make a nice shot against these guys, you get some respect. You take it to the hole strong, you get more respect. You figure out how to really sky – and I mean some outrageous slam dunk action – you're gonna see that respect really take off.

'Course, respect ain't all a one way street. Let one of these guys get by you and you're gonna lose some of that respect. Let them beat you, and we're talking sinking ship.

What does all this respect get you? A chance for a shot at the pros, maybe a Nike shoe deal of your own, and — oh, yeah — a chance to go one-on-one with the man himself — **Scottie Pippen!**



SETTING UP

1. Set up your Sega CD and Sega Genesis as described in the documents that came with the systems. Make sure you have your control pad plugged into port 1 (the one on the left).

2. Install your Genesis 32X as described in the documents that came with the 32X. The 32X version of Night Trap will not work without the Genesis 32X installed.

3. Turn on your TV or monitor, then turn on your Genesis. The Sega CD logo screen will appear.

4. Open the disk tray or CD door.
   Place any Slam City™ CD in the tray, label side up.
   Close the tray or door.

5. If the Sega CD logo is on the screen, press Start to begin the game. If the Control Panel is still on the screen, move the cursor to the CD-ROM button and press button A, B or C to begin.

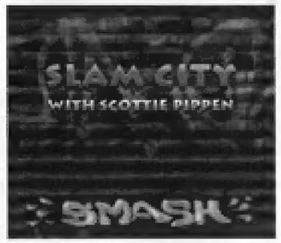
   Slam City has so much action, it had to go on four compact discs. You can start the game from any disc. If the disc you have inserted does not have the opponent that you want to play, you will be asked to insert one of the other discs.

   If you know which opponent you want to play before you start, you can put the correct disc in at the beginning. Disc 1 contains

all the action for Fingers, disc 2 has Juice, disc 3 has Mad Dog, and disc 4 has Smash. All four discs have the action for Scottie Pippen – but remember, you don't get to play Scottie until you have earned at least 1 billion respect points.

BUTTON CONTROLS

THE OPENING SCREEN



While the Opening Sequence video is playing, press left or right on the **D-Pad** to scroll through the list of opponents.

START — Press the **Start** button to begin a game of one-on-one with the opponent you have selected.

C • BUTTON — Press the **C Button** to go to the options screen.

THE OPTIONS SCREEN

DIRECTIONAL PAD (D-PAD) — On the Options Screen, press up or down on the **D-Pad** to select an item from the list of options.

If the option item selected is an **On/Off toggle**, press left or right on the **D-Pad** to toggle the setting.

START — If the option item selected has a **subscreen**, press the **Start** button to bring up the subscreen.

A, B, & C BUTTONS — The A, B and C Buttons have various functions depending on the option you have selected. See page 11 for more details about the options available.

GAMEPLAY WHEN YOU ARE ON OFFENSE

DIRECTIONAL PAD (D-PAD) — Press **left** or **right** on the **D-Pad** to move across the screen.

Press **up** or **down** on the **D-Pad** to adjust your shot strength.

A • BUTTON — Press and hold the **A Button** to begin your jump shot. Release the **A button** to release your shot.

B • BUTTON — Press the **B Button** to attempt to break past your opponent.

GAMEPLAY WHEN YOU ARE ON DEFENSE

DIRECTIONAL PAD (D-PAD) — Press **left** or **right** on the **D-Pad** to move across the screen.

A • BUTTON — Press the **A Button** to put your hands up to try to hinder your opponent's shot.

B • BUTTON — Press the **B Button** to attempt to block your opponent's shot.

C • BUTTON — Press the **C Button** to attempt to steal the ball from your opponent.

GAMEPLAY FOR REBOUNDING

LEFT OR RIGHT ON THE D-PAD — Press the **left** or **right** on the **D-Pad** to move across the screen to intercept the ball.

A • BUTTON — Press the **A Button** to jump for the rebound.

OFFENSIVE STRATEGY

Your strategy? This ought to be quick. Take it to the hole. Score more than your opponent. Got it?

All right, Ace. Here's how.

SHOOTING

Move **right** or **left** to try to get a clear shot at the basket without your opponent getting in the way.

Press the **A Button** to begin your shot. Time your release so that you let go of the A Button when you are as close as possible to the top of your jump, and when your opponent hasn't yet gotten his or her hands up.

Make sure you remember to release the ball while you're still in the air. You'll lose some serious respect if you "up and down."

Adjust the strength of your shot by pressing up or down on the **D-Pad**. The farther you are from the basket, the more strength you'll need or it's Airball City. Set it too strong when you're close to the hoop and you might as well get out the cement 'cause we're talking brick.

SLAM DUNKS

What you gotta look for is a hole in the D. As good as these guys are, every now and then you'll get an opportunity to break by them and stuff one down their throats.

If you see an opportunity to break by your opponent to the right, press the **D-Pad** to the right to move all the way to the right then press the **B Button**.

If you see an opportunity to break by your opponent to the left, press the **D-Pad** to move all the way to the left then press the **B Button**.

What you don't want to do is break in the wrong direction, or keep pressing the **B Button** looking for a break opportunity. If you telegraph moves like that, you'll get the ball stolen from you every time.

SUPER SLAMS

Rumor has it, Ace, that you have a few tricks up your sleeve. They say you can sky to the hoop like no one else. If you can pull off one of these Super Slams, respect is going to rain down from the heavens.

If you're good and fast, and hit the break opportunities at their ***sweet spot***, you'll pull off a Super Slam.

The more respect you earn, the bigger the Super Slam sweet spots will be. There may even be a few secret codes that increase how easy they are to get, or that maybe make every one of your slams a Super Slam. You figure it out.

DEFENSIVE STRATEGY

This is pretty basic stuff too, Ace. Stop your opponent from scoring. Got it?

SLAM DUNKS

The basic idea on D is to keep your body right in front of your opponent. If you leave an opening, your opponent will blow by you so fast all you'll feel is the breeze.

STEALS

If you think you can see where your opponent is looking to break to the hole, press the **C Button** to try to steal the ball. You want to try to steal only when it looks like your opponent is trying to break on you. Otherwise, if you keep swatting down low at the ball, your opponent is just gonna shoot over the top of you.

SHOTS

If your opponent tries to take a shot, you better get those hands up. The faster you react with the **A Button** to get a hand in his or her face, the worse the chance the ball has of going in.

BLOCKS

If you time it just right and press the **B Button** at the moment your opponent releases his shot, you just might do some serious rejecting.

PICK YOUR GAME

There are a few important choices you have to make before you play. All of these choices are described below in more detail in the section "Choosing Options."

First, if you are just starting out you may want to turn the TRAINING MODE on. With Training Mode ON, you can try to learn the weaknesses in your opponent's defense, and their moves to the basket when they're on offense.

You can either play for points or by time. You can choose the kind of game you want to play by selecting GAME TYPE from the OPTIONS screen.

Another important choice you have to make is the BUCKETS MODE. With Buckets Mode ON, the player who scores gets to keep the ball for another offensive drive.

Regardless of the type of game you pick, each game consists of a series of drives to the basket, with either you or your opponent on offense, and the other on defense. There is always a ten second shot clock, so don't screw around. Forget to take a shot and you've just turned over the ball.

THE GAME SCREEN

During gameplay, the game screen shows several important items.

Your score and your opponent's score are shown at the bottom left and right corners of the screen.

Your shot strength meter is just above your score on the left side of the screen.

The ten second shot clock is located just above you're opponent's score on the right side of the screen.
If you are playing a game with a time limit instead of playing until someone reaches a specific score, the game clock appears on the right side of the screen above the shot clock.

Finally, in the center of the screen at the bottom are your Respect Points.

RESPECT

This is what it's all about – respect. You earn some respect every time you score. You gain more respect for a slam than for a shot. You get more respect for a Super Slam than for a regular slam.

You get respect every time you win. Win big, you get even more respect. The tougher the opponent, the more respect you'll earn in general.

Once you consistently beat any one opponent, the more you play that opponent the less respect you'll continue to earn.

If you're playing with Training Mode ON, you get no respect at all.

Respect is a two-way street. Let your opponent score on you and you'll lose some respect. Lose to an easy opponent and you're going nowhere fast.

The only way you are going to get any attention from the pros is to earn a lot of respect. And the only way to get a shot at Scottie Pippen is to earn at least 1 billion respect points.

CHOOSING OPTIONS

From the Opening Sequence screen, press the **C Button** to display the Options menu screen. To use the menu:

1. Press up or down on the **D-Pad** to mark an option.
2. Press **START** to select that option. If the option setting is either ON or OFF, START will toggle between the two. If the option is a subscreen, START will display the subscreen.

SAVE GAME

Saves your current game state including Respect Points, so that you can restore them later even after you have turned the power off on your Sega CD. You can save up to 10 Slam City games, provided there is enough unused backup RAM available on your Sega CD.

NOTE: You can free up backup RAM with the Delete Backup Ram File option.

To save a game you must first give it a unique name. On the Save Game subscreen:

1. Use the D-Pad to highlight a letter in the grid.
2. Press the A Button to set that letter in the name line. Continue using the D-Pad and Button A to complete the name.
3. Press the B Button if you want to change the name. Each press deletes the last letter in the name.
4. Press the C Button when the name is complete. To confirm that you want to save, when prompted press the A Button for YES or the B Button for NO.
5. Press the Start button to cancel the Save Game option if you decide not to save the current game.

NOTE: The Sega CD's backup RAM must be formatted before you can save games to it. See your Sega CD manual for instructions.

RESTORE GAME

1. Restores a game you have previously saved. On the Restore Game subscreen:
2. Press up or down on the D-Pad to mark the game that you want to restore.
3. Press the A Button to restore the marked game. If you decide not to restore a game, you can press the C Button to exit.

From the main options screen, select EXIT to resume the game you have restored.

DELETE GAME

Removes previously saved Slam City games. You can save only 10 Slam City games. Use this option to remove one or more previously saved games to allow new games to be saved.

Note: Deleting a saved Slam City game does not free up any backup RAM. To make more backup RAM available, use the Delete Backup RAM File option.

DELETE BACKUP RAM FILE

Removes files from Backup RAM to free up memory. You can delete the saved game files from other games, as well as Slam City's save game file.

IMPORTANT: The ten Slam City saved games are stored in backup RAM in one file named "SLAMCITYSAV." If you delete this file, you will delete all ten of your Slam City saved games. Similarly, Slam City's high scores are stored in the file "SLAMCITYHGH." If you delete this file, you will lose any high score information you have accumulated.

HIGH SCORE LIST
Displays the High Score subscreen. The top ten respected players can place their names on the High Score List. You can check out where you rate by using this option.

STATISTICS
Displays the Statistics subscreen. You can keep track of your performance against your opponents by using this option.

MUSIC
Toggles the background music ON or OFF by pressing the START button.

TRAINING MODE
Toggles the Training Mode ON or OFF by pressing the START button. With the Training Mode ON, the word "BREAK" will appear at either side of the screen indicating when a slam dunk break opportunity is available against an opponent, and which direction you need to break. You can use this mode to learn the weaknesses of each opponent.

NOTE: When Training Mode is ON, you don't earn any Respect points.

BUCKETS MODE
Toggles the Buckets Mode ON or OFF by pressing the START button. When Buckets Mode is ON, after the player on offense scores a basket, that player retains possession of the ball. When Buckets Mode is OFF, after the player on offense scores, possession changes to the player that was on defense.

GAME TYPE
Changes the type of game that you are playing. Press left or right on the **D-Pad** to advance through each of the different game type options:

1. SCORE TO 7 – The first player to score 7 points wins.
2. SCORE TO 11 – The first player to score 11 points wins.
3. SCORE TO 21 – The first player to score 21 points wins.
4. 3:00 GAME – The player with the most points at the end of three minutes wins.
5. 5:00 GAME – The player with the most points at the end of five minutes wins.
6. 9:00 GAME – The player with the most points at the end of nine minutes wins.

NOTE: If the score is tied at the end of a timed game, the game goes into Sudden Death, where the winner is the first player to score.

EXIT
Select this option and press START to return to the Opening Sequence screen.

THE CAST OF CHARACTERS

THE PLAYERS

Ace
You, the new guy in town, looking for where the serious hoop action is. Well, you found it. Now you have a lot to prove and face an uphill battle to earn some respect.

Fingers
He talks a lot of trash. He has to look good when he scores. Lucky for you, though, he is the easiest to beat. He telegraphs his breaks to the basket, and his weakness on D is apparent. You're not gonna get a whole lot of respect by beating him.

Juice
She can hit anything from anywhere. Competition is her middle name; makin' you look bad is her game. Juice is tougher than she looks. You might earn some respect here.

Mad Dog
He's been known to ask for help climbing off the backboard after skying past you to the hoop. White men can jump. A quick word of caution – this guy is crazy. Anytime you do something good against Mad Dog you are gonna earn some respect.

Smash
He's from the same gene pool as the big men. Hates humanity. Hates you. Here's another guy that likes living up to his name. He's gonna be pretty hard to beat, but you'll earn some mean respect if you pull one off against this guy.

Scottie Pippen
The real thing – not some cheap cartoon character that maybe on a good day sorta looks like him. There ain't nobody tougher. You only get a chance to play Mr. Pippen if you earn some real respect – at least 1 billion points.

THE SPECTATORS

Brittany
This is one hot babe. You and everyone else in Slam City are trying to impress her. Stand in line, Ace.

Silky Smooth
This guy has more bad lines than a cheap suit. His mission is to pick-up someone, anyone, before the game is over.

Sheila
Brittany's friend and the main object of Smooth's desires.

Dolla' Bill
Where did he get that purple suit? He's a bookie who takes bets on anything.

G-Man
Always with the notebook, he keeps a close eye on your performance. Who is this guy anyway?

Malik
This is one hip young brotha. He's got an opinion on everything that happens on and off the court.

Jeff
He hangs out with Malik 'cause he thinks hip-hop culture is cool. But with that funky hat, most people think he looks like one of Santa's helpers.

DRIVE ERRORS

This Digital Pictures product is a high-performance CD-ROM application that relies on continuous and accurate operation of your CD-ROM drive.

Surface contamination of the CD-ROM can cause slight hesitations in gameplay. If the contamination is severe enough, the game will pause completely and the error message "Drive Error - Retrying" will appear.

If this happens, *the game has not crashed.* It may take up to ten seconds for the CD-ROM drive to retry looking for the correct data. If the data cannot be read after several minutes, you may have to remove and clean the disc before you can resume playing.

Contamination of the disc can be caused by something as simple as finger prints on the disc surface. Dust, grime, grease, or anything else that might impact on the ability of the CD-ROM drive to read the data, will cause drive errors.

To avoid contamination, KEEP YOUR CD DISC CLEAN. Always hold it by the edges, and keep in its protective holder when not in use. Clean it with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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A U-DIRECT® INTERACTIVE FILM

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. . . . . .Tyler Johnson
Original Concept . . . . . .Kevin Welsh
Interactive Design . . . . . .Kevin Welsh
. . . . . .Steve DeFrisco
Opening Theme Music
Performed by . . . . . .Scottie Pippen
Produced by . . . . . .Jellybean Benitez
Written by . . . . . .Jellybean, Ed Terry and Kangol
Game Music . . . . . .Neuromantic Productions
Composer . . . . . .John Baker
Editing . . . . . .Kate McGowen
Production Design . . . . . .Nick Goodman
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. . . . . .Kim Tempest
. . . . . .Joshua Solomon
Lead Tester . . . . . .David Popovich

Package & Manual . . . . . .The Design Office of Wong & Yeo

CAST

Scottie Pippen . . . . . .Himself
Fingers . . . . . .Malcom Ian Cross
Juice . . . . . .Dana Wilkerson
Mad Dog . . . . . .Keith Neubert
Smash . . . . . .Antwann Nance
Ace . . . . . .Keith Gibbs

TECHNICAL SUPPORT

For problems or questions, contact Digital Pictures' Technical Support Department at (415) 345-0445, 8:30 - 5:30 PST.

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Germany # 2,609,826 **Singapore #** 88-155 **U.K. #** 1,535,999
France # 1,607,029 **Japan #'s** 1,632,396.

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Name_____ Phone_____

Street Address_____

City_____ State_____ Zip_____

☐Male ☐Female Age_____ Game Purchased **SLAM CITY (SEGA 32X CD™)**

1) Did you: ☐Buy this game ☐Receive it as a gift ☐Borrow it from someone and not give it back

2) How many CD ROM games do you own?_____

3) How'd you first hear about this game?

☐Read a review ☐Saw an ad ☐Rented it ☐Friend told me ☐Saw in the store ☐Other

4) What about THIS game made you buy it?_____

5) Do you own other Digital Pictures games? ☐Yes ☐No Which ones?_____

What do you think of them?_____

6) What's your overall impression of Digital Pictures games?_____

7) Do you: ☐Buy Games Only ☐Rent Games Only ☐Buy and Rent

8) Of ALL the games you have, which is the BEST?_____

9) Anything else we ought to know?_____

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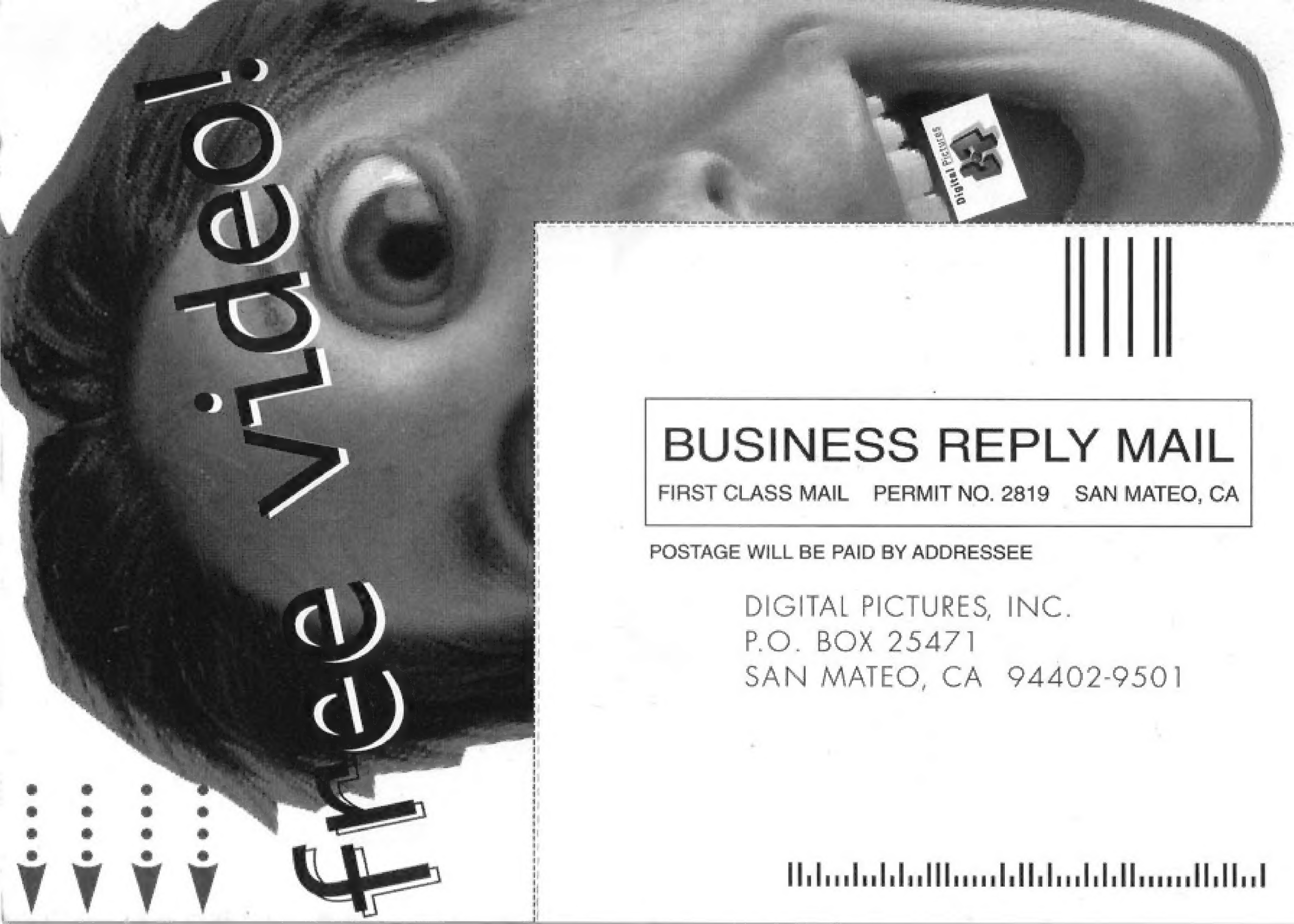

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